

**IN THE CLAIMS:**

Please amend the claims as follows:

Claim 1 (Currently Amended): A method of searching for a piece of music, which a user desires to listen, from a music database, the music searching method comprising:

comparing, on a [[the]] basis of degree of similarity, representative music, which the user has set and serves as [[the]] a basis for the search, with a plurality of pieces of music, which are search targets; [[and]]

selecting, on a [[the]] basis of [[the]] comparison results, ~~at least one~~ a plurality of pieces piece of music in descending order of the having a high degree of similarity; and

sorting the pieces of selected music based on stimulation coefficients calculated by  
dividing the similarities of the pieces of selected music by the played frequencies of the pieces of  
selected music.

Claim 2 (Original): The music searching method according to claim 1, wherein the selected piece of music is a plurality of pieces of music,  
the music searching method further comprising:

referencing played frequencies, which are associated the selected pieces of music,  
respectively; and

sorting, on the basis of the played frequencies, the selected pieces of music in ascending  
order or descending order.

Claim 3 (Original): The music searching method according to claim 2, further comprising:

updating the played frequencies each time a piece of music is played; and

sorting, on the basis of the updated played frequencies, the selected pieces of music in ascending order or descending order.

Claim 4 (Original): The music searching method according to claim 2, further comprising:

updating the played frequencies each time a piece of music is skipped; and

sorting, on the basis of the updated played frequencies, the selected pieces of music in ascending order or descending order.

Claim 5 (Original): The music searching method according to claim 2, further comprising:

sorting, on the basis of environment in which the pieces of music are played, the selected pieces of music in ascending order or descending order.

Claim 6 (Original): The music searching method according to claim 1, further comprising:

acquiring, from a multi-channel digital broadcast, the pieces of music that serve as search targets.

Claim 7 (Currently Amended): A device that searches for a piece of music that a user desires to listen from a music database, the music searching device comprising:

a representative music setting unit configured to set representative music serving as a basis for the search;

a comparing unit configured to compare, on a a ~~[[the]]~~ basis of degree of similarity, the representative music and a plurality pieces of music, which are search targets;

a similar music selecting unit configured to select, on a a ~~[[the]]~~ basis of ~~[[the]]~~ comparison results, a plurality of pieces of music in descending order of the ~~having a high~~ degree of similarity; and

a list generating unit configured to generate a music list in which the selected pieces of music are sorted in ascending order or descending order on a a ~~[[the]]~~ basis of a stimulation coefficient of played frequency associated with each of the selected pieces of music, the stimulation coefficients calculated by dividing the similarities of the pieces of selected music by the played frequencies of the pieces of selected music.

Claim 8 (Currently Amended): A computer readable medium storing a program that searches for a piece of music that a user desires to listen from a music database, the music searching program causing a computer to perform a process comprising:

comparing, on a a ~~[[the]]~~ basis of degree of similarity, representative music, which the user has set and serves as ~~[[the]]~~ a basis for the search, with a plurality of pieces of music, which are search targets; ~~[[and]]~~

selecting, on a [[the]] basis of [[the]] comparison results, a plurality of pieces at least one  
piece of music in descending order of the having a high degree of similarity; and  
sorting the pieces of selected music based on stimulation coefficients calculated by  
dividing the similarities of the pieces of selected music by the played frequencies of the pieces of  
selected music.